Appendix B

SWEG SOFTWARE CHANGES

TABLE B-1. Summary of SCRs for SWEG Version 6.5.5.

SCR	Description	Date	Status
006	Incident Geometry information	6/19/96	Open
010	Dynamic RCS--additional criteria	6/19/96	Fixed
011	Graphical Displays of Zones	6/19/96	Open
020	SWEG/SWE Upgrade: Include receivers in interface System block	8/19/96	Open
022	Capability to freeze SWEG execution	9/10/96	Fixed
023	Add abort reason codes to flyout results data block	9/12/96	Open
024	Allow perceptions to be passed to SWEG from external assets	9/10/96	Fixed
026	Provide feedback when messages are ignored by SWEG	9/24/96	Open
030	Capability to fire a weapon without a target (e.g. lock on after launch weapon) and fire at specified coordinates.	9/24/96	Open
039	Sensor Model Upgrade: RCS data flow between (JSF) SWEG and VSWE	11/7/96	Fixed
050	Resource allocation error: The simulation does not always shoot when option ANYONE is used.	12/9/96	Open
052	Disaggregated player count: exceeding the maximum number of FUTURE-PLAYERS may cause an unlimited number of shots.	12/20/96	Open
053	Tactical criteria RESOURCES-LEFT and RECENTLY ATTACKED do not work as documented.	12/20/96	Open
055	Implement skid turn capability in maneuver	12/30/96	Open
058	Add an "observe" mode for weapon, to allow the shooter of an uncontrolled weapon to know when weapon fires and intercepts, weapon is not destroyed if shooter dies.	12/30/96	Open
063	Lock SWEDAT data into memory during execution	2/11/97	Fixed
064	Phrase "org-name player-name" doesn't work with DOES-ANYTHING-TO incident	2/13/97	Open
065	Add "Cancelled Assignment" incident	2/13/97	Open
068	Update of external platform position in shared memory	2/14/97	Closed
069	Lack of platform ID in weapon fire message	2/14/97	Closed
070	Interactive SWEG simulation stop capability for virtual analysis exercises	2/14/97	Closed
075	SWEG orientation problems: incorrect computation of position and orientation during climbing or diving turns	2/24/97	Fixed
077	Non-functioning data capture action codes in asset action	2/24/97	Open
079	Implement launch platform signature change for externally fired weapons	3/13/97	Closed
082	Output Messages (SDB execution step): print a "below terrain" message.	8/14/96	Open
083	Release SWEG Patches at more timely intervals	9/10/96	Fixed
084	SWEG Porting Effort: Implement code changes to allow use on a wider variety of hardware, provide a sound basis for other improvements, and to improve reliability and maintainability.	10/1/96	Open
086	Climb/Dive-Rate data item does not work properly. A platform cannot climb/div, turn, and accelerate simultaneously.	10/9/96	Open
087	Model Msg 2 incorrect for multiple targets	10/1/96	Open
088	Infinite loop may occur while processing contingency plans	10/1/96	Open
089	Malfunction of the GUI for the internal graphics	9/5/96	Open
092	Platform under test initialization message not sent	9/12/96	Fixed
093	Correlation between fire, birth, and hit messages	9/13/96	Open
094	Lethal engage queue add decision does not stop engagements	9/4/96	Fixed
095	Correlated firing/birth announcement	11/26/96	Open

TABLE B-1. Summary of SCRs for SWEG Version 6.5.5. (Contd.)

SCR	Description	Date	Status
096	Cannot send message to commander in contingency plans	11/6/96	Fixed
097	Add database debug capability for contingency plans	11/6/96	Fixed
098	Canceling contingency plan events does not work	11/7/96	Fixed
099	No assignment cancellation incident	11/12/96	Fixed
100	Save the total time a sensor detects a target in the Analysis Database (ADB)	4/24/97	Open
101	ADB Capability - Wildcard Filters	4/24/97	Open
106	Tactical-criterion TGT-TYPE only works for the leftmost argument.	1/9/97	Open
107	Players ignore time-to-drop for odd-numbered disaggregated players (e.g. missiles)	2/13/97	Open
112	Provide an information message from the MSF (manned Flight Simulator) to SWEG Countermeasures.	5/12/97	Open
114	Addition of supplemental data item "commander" to engagement result incidents	6/13/97	Open
115	Addition of 3D range and azimuth to FIRES-A-WEAPON and DECIDES-TO-SHOOT incidents.	6/13/97	Open
118	SWEDAT emitter mode message not indicate guidance termination on missile abort	6/16/97	Open
120	The Sensor-Opacity data item for a "shape" does not properly deny a sensor the ability to see through the shape.	7/9/97	Open
121	RDB "Location of at-time" option does not work.	6/3/97	Open
123	Allow capability for multiple SDB files	6/3/97	Open
124	Allow dynamic zones (e.g. launch acceptance regions (LARs)), referenced to an entity's heading.	6/4/97	Open
125	ADB "Time Window" does not work	6/3/97	Openverify
126	Damage Dimensions Documentation: Improve documentation of damage dimensions associated with various tables to indicate which dimensions are usable with each table.	8/11/97	Open
127	Incidental damage table dimension HDG-Cross-Angle does not provide the correct entry into the table.	8/11097	Open
128	Incidental damage message is incorrect for "continuous" target elements	8/6/97	Open
129	The ADB Incident Filter MAY cause a syntactic error when using variable ELE_TYPE.	8/1/97	Open
130	Cannot send message to commander in contingency plans	11/6/96	Open
131	External Asset-Action message	11/4/96	Open
132	Flight path definition using figure-8 path requires excessive precision in flight path points to ensure proper motion.	7/9/97	Open
133	Error in SDB of figure-8 vignette	7/7/97	Open
136	Platform flight path does not perform as expected while executing an oval track with s-turns.	6/26/97	Open
137	A bug exists when using SWEG graphics, and can cause a core dump in some situations	12/10/96	Openverify
139	Lethal-Engage-Queue-Add decision does not lethal engagements if the player has the associated tactics.	9/4/96	Fixed
140	Time-Since-Last-Intercept criterion does not work for disaggregated weapons. A shoot-look-shoot firing doctrine cannot be modeled for these weapons.	10/21/96	Fixed
142	Orientation documentation error for CHANGE-ORIENTATION syntax in the SDB.	8/13/97	Open

TABLE B-1. Summary of SCRs for SWEG Version 6.5.5. (Contd.)

SCR	Description	Date	Status
143	CDB Incidents: Allow all incidents in the CDB INDICENTS block, make other corrections, and update the documentation.	8/11/97	Open
144	Launch signature input units	8/19/97	Fixed
145	Allow a single EXISTING-PLAYER data block to work for all players with the same STIMULI	8/19/97	Open
147	Emitter mode change message should be updated with Tracking Change message, on missile abort	8/19/97	Open
148	SWEG Documentation: corrections for CDB, RDB	8/19/97	Open
149	Lat/Lon grid in internal graphics	8/19/97	Open
150	Graphics pop-up menu box	8/19/97	Open
151	ALT-Q to cleanly exit SWEG	8/19/97	Fixed
152	Model messages On/Off option	8/19/97	Open
154	Resource allocation misqueue	8/19/97	Open
156	Tactical criterion timing and validity requirements should be documented	8/19/97	Open
158	Cancel event in contingency plans does not work	11/7/96	Fixed
160	SWEG does not properly create an initial path for a disaggregated platform that will be controlled by an external asset.	12/22/96	Fixed
161	Fast forward capability	9/3/97	Open
162	SWEG Damage Dimensions documentation improvement	9/2/97	Open
163	Range/Offset damage calculation error	9/2/97	Open
164	Players should always have an initial perception of self. Definition should not required in the SDB.	9/2/97	Open
165	Scenario crash/save recovery capability.	9/2/97	Open
166	Scenario Start/Stop/Freeze and Restart	9/2/97	Open
167	WPN-PK TGT-SPD calculation error	8/26/97	Open
168	WPN-PK RNG calculation error	8/25/97	Open
169	Documentation should note that the In-envelope and not-in-envelope intercept message "with …ordnance" phrase only occurs with controlled ordnance.	8/25/97	Open
170	Add SWEG GLIB documentation	8/25/97	Open
171	DECIDE-TO-FIRE may be ignored	8/25/97	Open
172	CDB Incidents Documentation omissions	8/25/97	Open
174	Capability to specify TDB input values as multiples of current values.	8/25/97	Open
175	Maneuver profile definition option to reach desired acceleration before a point.	8/25/97	Open
176	Maneuver profile option to reach target altitude as soon as possible.	8/25/97	Open
177	Angle at intercept option for tactics, to prevent maximum tracker altitude from being exceeded.	8/25/97	Open
178	Improve documentation of Explicit and Implicit Flyout	8/25/97	Open
179	Allow reuse of player-associated tactics for other player types	8/25/97	Open
180	Graphics display of velocity and orientation vector for specific platforms	8/25/97	Open
182	Improve REL-ST-DIVE-ALT damage calculations to properly consider weapon attitude and weapon/target relative altitude.	9/10/97	Fixed
183	Damage dimension REL-ST-DIVE-ALT calculation error	9/10/97	Fixed
184	REL-ST-DIVE-ALT documentation improvement	9/10/97	Fixed
185	Add polarity dimension to RCS tables	9/6/97	Open